

2025

\$84,500 APA 8-BALL

WORLD QUALIFIER

Player Information Packet



On-Site Tournament Director:

Troy Myers

Assistant Tournament Directors:

**Mike Johnson, Steve Peacock, &
Derek Justice**

Office Tournament Manager:

Linda Johnson

APA World Qualifier

Captains Guide

On-Site Tournament Director: Troy Myers

Assistant Tournament Directors:

Mike Johnson, Steve Peacock, & Derek Justice

“SPORTSMANSHIP - # 1 PRIORITY”

We will not tolerate any smart-remarks, name-calling, or intimidating behavior at the tournament site. Such action can get your team disqualified and your players suspended from playing in the APA. The moment someone from the opposing team is rude or acts up in any way, come see one of the Tournament Directors at the control counter. We will stop the problem before it goes any further! Sportsmanship and fair play are our # 1 concerns in the APA. Team Leaders and fellow team members will be held responsible for the action of their teammates! If someone starts to act up, diffuse the situation before it escalates and get them out of the tournament facility. We're here to assist you in any way possible. You can never play a match under protest! The moment a concern arises, politely stop the match, and calmly come up to the control counter to get proper clarification and direction. *If you continue the match in question, the match stands, and no protest may be made at a later time!*

PROBLEMS - HOW TO PROPERLY HANDLE THEM

Your team should not attempt to handle a match-play problem by itself. Temporarily stop the current match and explain the situation to a Tournament Director. The issue will be handled for you. Never argue with or confront the other team.

Don't worry about skill levels ... that's our job! If you “perceive” that someone on the other team may be under-rated, **do not come up to the control counter and bring it to our attention vocally**, simply write a note on the back of your scoresheets and we'll research the player, and if the complaint is substantiated we will take appropriate action and your team may have another opportunity in the tournament (based upon if and when the team is actually disqualified).

REFEREES - HOW TO PROPERLY USE THEM

Never give the referees a hard time; they are responsible league members who are here to help you. Referees are only available for “Good Hit-Bad Hit” calls. They are instructed not to answer rules questions, **so please verify all rules with the Tournament Director**. Referees may be watching as many as four tables, and your team should call a “Referee Time-Out” in order to make sure that the referee has plenty of time to get into position and is able to find out which category of balls is being played. If you fail to do this, the referee may not be able to make the call properly.

SCORESHEETS / SCOREKEEPING - CHECKING AND VERIFYING

Skill levels can go up or down during this event. Prior to each of your team matches, please make sure that you check the skill levels of all your members. If you don't, you may accidentally break the “23 Point Rule”.

Score keepers are to sit side-by-side at the score keepers table; coaches to their left and right; team members sit in the bleachers behind them. Verify with the other scorekeeper the number of time-outs taken after each one is called and announce scores after each game. Mark safeties, even if the shooter forgets to call them!

IDENTIFICATION - HOW AND WHEN TO ASK FOR I.D.

Per national rules, **always carry a valid picture I.D. with you.** Captains, do not shoot a player if they do not have a picture I.D.. If you shoot a player under another player's name, or a player who is under-age, your team will be disqualified. You are allowed to ask for I.D. prior to the start of that player match, or after that player match is over, but not during that player match.

If you choose to have a player carded after a match is over, simply contact a Tournament Director and they will handle it from there. That player will be required to obtain and show proper I.D. before the subsequent round (unless waived by the League Operator), or that specific match may be forfeited, and their team may also face disqualification.

PAPERWORK - PATCHES - TOURNAMENT CHARTS - PHOTOS - TROPHIES

Paperwork and World Qualifier patches will be available at your assigned table prior to the start of your first round. Turn in your score sheets at the control counter when you finish your match. If you win your match, carefully check the Tournament Chart for all future rounds. If you need help reading the chart, see a Tournament Director.

If your team wins in the qualifying round, head to the photo room to pick-up your World Qualifier Trophies, your Las Vegas World Championship Information Packet and get your free photo shoot (photo shoot area is located in the back room). Winners receive individual trophies along with a large trophy for your hosting location.

ABOUT THE NEW GREEN ROOM

Charlie's Cue Repair is located in the main arena area! Supplies, cue repair, raffle tickets, etc. No food or drinks may be brought in from outside. A coin machine is located in the front lobby by the kitchen; Cue balls for Coin-Op tables are available at the bar, rental tables (when available) may be rented from the bar personnel. **ATM machine located at the bar.**



TOURNAMENT RULES TO REMEMBER

The current Bylaws of the league are used, unless specifically modified below for this event.

“COMMON PLAYERS” RULE

Teams with 2 or more common players on their team roster may now call for 1 official “waiting” time-out (not to exceed 30 minutes) to wait for a player common both to their team and another World Qualifier team (still competing in another match on another table) to finish that match. **To stay warmed-up**, their opponent will be permitted to practice (by themselves on the assigned table) until the common player completes their match for the other team on the other table. **When it’s your turn to put up a player and the player you want to put up is still involved in a match for another team on another table**, simply notify the opposing captain as to the player you are choosing to put up, and that you need to call an official “waiting” time-out. **Mark the back of both scoresheets with the starting time of the “waiting” time-out (using the time indicated on the clock at the Tournament Director’s control desk)**. Remember, a team may only call for a maximum of 1 “waiting” time-out and the time may not exceed 30 minutes! Once the time reaches 25 minutes, ask the Tournament Director to come to the scoring table. If the other match is not completed at the end of the combined 30-minute period, the team will have to immediately put up another player or forfeit the remaining matches. **If the match is finished within 30 minutes**, the players originally chosen must play the assigned match and cannot be changed. **If the match is not completed within 30 minutes**, and the team with the common player must choose a different player to put up, then the opposing team will be allowed to also choose a different player, even if their team was the first to put up! Players common to 2 or more teams can only coach **one** match.

If two teams with common players are matched against one another, the common players are not allowed to play or coach for either team and the team match may be shortened by the Tournament Director, based on the number of common players involved.

PLAYING AREA

No one is allowed in the playing arena (at any time) except for the shooters and their coaches and only during an official time-out! Do not walk in front of the scorekeeper tables at any time!

BREAKING - PRACTICE RACK

Lagging is mandatory at the World Qualifier unless “both” players agree to flip for the break. If you lag, it is permissible to contact the end rail, but contacting the side rails, or scratching, loses the lag; if the balls collide, you lag over again. Both players will receive a chance to familiarize themselves with the table. Hit a couple of balls; check out the roll of the table; turn the table over to your opponent ... then get your match underway. Please limit your practice time at the table to 2-3 minutes per player!

TIME-OUTS

Only 1 time-out per game regardless of the skill level of the shooter. Calling for a non- available time-out by the coach (or other teammate) is illegal coaching and results in a ball-in-hand foul; if called for by the shooter, no penalty applies. Teams may call for a “Rule-Interpretation” time-out (not counted as one of your team time-outs) at any time to clear up a rule.

“SUDDEN DEATH”

4-Hour Sudden Death Rule is in effect. A team may officially choose to forfeit any match to save time and avoid Sudden Death (notify the opposing team and the Tournament Director before sudden death is officially announced). A forfeit does not give your opponent an automatic 3-0 or 20-0. You are simply forfeiting the remaining game or balls needed for your opponent to receive the win. You still receive credit for the games you won or balls you made.

ILLEGAL COACHING

Be careful what you yell out to your shooter so that you aren't charged with an illegal coaching foul. It is permissible to say, “take your time”, however anything construed by the Tournament Director as “instructional” in nature i.e. “easy does it” will result in a ball-in-hand foul!

5-STAR SPORTSMANSHIP PROGRAM

The “FUN FACTOR” system works as follows: Write a number from 1 to 5 on the scoresheet (in the section which reads: “Team #xxxxx receives a __-Star rating this match”). You will score the team only after all matches are over and only after both Captains have signed the scoresheet. Don't let the opposing team know that you are giving them a bad rating unless you want them to get even and give you a bad rating in return. Write their rating in **privacy** ... before turning in your scoresheet at the Control Counter. The rating you give them will be 100% confidential.

SMOKING/VAPING AT THE GREEN ROOM

There is no smoking/vaping in The New Green Room. If you are a smoker/vaper, you must take your smoke break prior to the start of your match (and do so outside). Your match officially starts when your name is called, and/or you are put up for a player match.

Do not wait until your name is called to run outside for a smoke even if your opponent says it's okay! If you do, the first game of your match will be forfeited to your opponent!

Do not run outside for a smoke break between games either (even if your opponent says it's okay), same penalty applies ... loss of the next scheduled game!

Do not run outside for a smoke break even if your opponent takes a bathroom break (even if your opponent says it's okay) ... penalty is loss of the game in progress or loss of the next scheduled game!

Smoking in the bathroom or other areas of the facility is loss of match and suspension from the APA!

SMOKE EITHER BEFORE YOUR NAME IS CALLED OR WAIT UNTIL THE MATCH IS OVER TO SMOKE!

GOOD LUCK ... GOOD SHOOTING ... AND THANKS FOR PLAYING IN THE APA!

8-Ball Open Roster & Handicap Report

00101 FITFO O 0000
FROM : Essex, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
4	47317	Wiherle, Allan
6	79216	Cate, Michael
5	73197	Miller, Michael
4	45839	Wetzel, Joseph
4	49848	Figueira, Stephanie
5	47589	Topi, Robert
3	01662	Lawton, Dennis
4	57100	Hill, Scott

00403 "We've Got Potential" O 0000
FROM : Baltimore, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
4	77298	Dawson, Tammy
3	42495	Mohr, Terry
7	43040	Hinton, Teron
6	23195	Heaps, Scott
5	15446	Schuler, Martin
3	46374	Schuler, Chloe
5	77989	Myers, Karen
5	41228	Hubbard, Dennis

00505 Ventures Four O 0000
FROM : Baltimore, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
4	61299	Dileonardi, Jerry
4	61297	Blama, Dennis
5	10817	Stump, Robert
4	05646	Hessler, Kenneth
3	07238	Norman, Diane
3	18611	Balch, Bonnie
7	13804	Parker Jr, Robert
5	38289	Cygan, Tony

00606 Tough Skinz O 0000
FROM : White Marsh, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
5	61625	Hunt, Hal
4	79310	Doenges, Sherry
3	38183	Myers, Kristen
5	73991	Marion, Brian
6	45253	Ahmed, Ghulam
2	65559	Paulino, Rachel
3	19784	Randall, Irene
4	27107	Findlay Jr, John

00607 Felt Up O 0000
FROM : Kingsville, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
5	79029	Butrim, Mary
5	71850	Miller, Cathy
6	10525	Heckrotte, Matt
4	73990	Marion, Wanda
4	69978	Schlissler, David
5	71852	Butrim Jr, Michael
4	10542	Kahl, Chris
I 3	80646	Leffler, Josh

00905 Freddie's Ale House O 0000
FROM : Baltimore, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
5	59178	Sullivan, William
6	31672	Harmon, Gerreno
4	04626	Hopkins Jr, Antwan
5	43513	Brown, Joseph
5	44375	Roberts Jr, Charles
5	46862	Roberts Sr, Charles
4	47370	Alston, Ricky
3	09109	Haynes IV, Japp

01001 A Little Bit Off O 0000
FROM : Baltimore, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
4	04455	Mynar, Steve
5	12680	Novak, Warren
5	10255	Blevins, John
4	20236	Hall, Jack
5	10671	Wagner, Chris
5	29690	Warthen, Ryan
5	09925	Bradford, Joshua
4	29688	Bradford, Carrie

01203 Hot Pockets O 0000
FROM : Baltimore, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
4	09416	Robbins, Margaret
5	12777	Golden, Neal
3	79238	Klein, Alyson
5	71536	Hwang, Hyon
5	34190	Kos, Bryan
4	00718	Lian, Kuoting
3	12317	Caponiti, Thomas
7	10179	DaLesio, Michael

01406 Danger Zone!! O 0000
FROM : Baltimore, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
5	10108	Stausebach, Chris
5	22960	Duguid, Brendan
4	29663	Trommer, Rick
4	39193	Proulx, Andrew
4	26285	Palatucci, Michael
3	47568	Lucarelli, Michael
6	06017	Samuel, James
5	48604	Garcia, Julio

01504 Shoot your shot O 0000
FROM : Dundalk, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
4	52418	Howard, Nicole
3	79278	Heaney, Cindy
3	79140	Heaney, Steven
7	12303	Royster, Dymel
7	13440	Gyftopoulos, Eugenia
3	36782	Beccaglia, Caren
6	13154	Burgess, Maurice
4	35468	Cuthrell, Andrew

01704 Joe's Friends O 0000
FROM : Baltimore, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
4	04455	Mynar, Steve
5	12680	Novak, Warren
5	29690	Warthen, Ryan
5	64864	Seabrease, Robert
5	10671	Wagner, Chris
3	08090	Pirkey, Carol
5	10255	Blevins, John
3	65836	Pirkey, Keith

01803 "Big Dogs" O 0000
FROM : Baltimore, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
4	31392	Cherry, Timekia
4	10417	Eaton, Michael
3	29511	Radebaugh, Todd
4	52255	Salamony Jr, Robert
6	70936	Eaton, Plummer
4	75809	Colbert, Creon
4	75806	Adams, Jerome

N = Player has not paid his Membership for current year. I = Player is not eligible to play.

* = Players address is incomplete. Please submit address update to the League Office.

8-Ball Open Roster & Handicap Report

01804 Republic Bar & Grill O 0000
FROM : Baltimore, MD

	<u>Skl</u>	<u>Number</u>	<u>Name</u>
	3	47852	Price, Carrigan
	7	09737	Reyes, Otoniel
	4	44183	Rivera, Orlando
	5	80273	Abreu, Andy
	5	48482	Martinez, Francisco
I	3	80950	Babcock, Jake
	6	33764	Nolasco, Santos
	4	80035	Vicuna, Yohanny

01909 The big break theory O 0000
FROM : Baltimore, MD

	<u>Skl</u>	<u>Number</u>	<u>Name</u>
	5	04073	Fisher, Michael
	3	13277	Norman, Amanda
	7	01633	Dozier, Joshua
	6	22298	Edwards, Andrae
	5	41683	Johnston, Vernon
	3	10308	Bennett Jr, Ronald
	5	01664	Wilson, David
	3	45346	Rosenboro, Charise

02308 Cuesaders O 0000
FROM : Dundalk, MD

	<u>Skl</u>	<u>Number</u>	<u>Name</u>
	3	28597	Sigler III, Jeffery
	4	79968	Riemer, Devin
	3	80313	Garvey, Tom
	4	29451	Wolf, Charles
	5	06867	Dorman, Damond
	4	73813	Currey, Thomas
	6	38600	Staines, Derek
I	5	80582	Beck, Matthew

02407 Plaque Attack O 0000
FROM : Baltimore, MD

	<u>Skl</u>	<u>Number</u>	<u>Name</u>
	4	18828	Khan, Razia
	6	42291	Kottraba, Paul
	5	52525	Frederick, Sean
	4	35943	Brooks, David
	4	68233	Marcum, James
	4	53995	Owens, Derek
	6	15759	Owens, Luke
	4	31469	Lastner, John

02506 Nice Shot Pop O 0000
FROM : Baltimore, MD

	<u>Skl</u>	<u>Number</u>	<u>Name</u>
	4	55820	Love, Mike
	5	34757	Riggle, John
	5	01244	McCann II, Elmer
	5	76468	Lohman Jr, James
	5	55973	Cook, Steve
	4	34939	Riggle, Jarod
	4	06202	Blair, Leon
	4	32439	Byard, John

02713 Whistle while we work O 0000
FROM : Dundalk, MD

	<u>Skl</u>	<u>Number</u>	<u>Name</u>
	4	12403	Shifflett, Christopher
	3	76298	Posluszny, Jessica
	4	48847	Whitt, Josh
	6	63047	Womer, James
	5	47212	Calabrese, Jim
	7	42806	Warner, William
	3	80623	Shifflett, Adam
	3	28772	Dorrett III, Daniel

02714 Big Sticks on Cue O 0000
FROM : Dundalk, MD

	<u>Skl</u>	<u>Number</u>	<u>Name</u>
	5	71528	Hager, Joshua
	3	07782	Hager, Brad
	3	28750	Hadel, Garrett
	5	44287	Whitley, Paul
	3	02999	Ford, Matt
	3	80324	Giorgakis, Emmanouil
	6	50034	Kramer, Shawn
	4	21442	Valente, Susan

02715 The New Green Room O 0000
FROM : Dundalk, MD

	<u>Skl</u>	<u>Number</u>	<u>Name</u>
	7	03292	Moricle, David
	4	01995	Wiley, Kenneth
	3	79278	Heaney, Cindy
	3	32618	Phillips, Monica
	3	80196	Vest, Kristina
	5	60605	Dobash, Russell

03008 N.B.C. O 0000
FROM : Linthicum, MD

	<u>Skl</u>	<u>Number</u>	<u>Name</u>
	3	35481	Shaw, Stefan
	3	39024	Shaw, Bryan
	4	79890	Redding, Joseph
	6	15193	Lawrence, Chris
	4	39307	Cousins, Michael
	5	42295	Shaw, Sean
	2	49037	Brunson, Ebony

04313 Moose Traxx O 0000
FROM : Dundalk, MD

	<u>Skl</u>	<u>Number</u>	<u>Name</u>
	5	50431	Timms, Charles
	6	27879	Zimmerman, Gerald
	4	24540	Timms, Thomas
	7	33036	Mack, Gus
	3	53871	Anders, Albert
	4	10732	Mcneive, Michael
	4	13655	Brice, Mark
	3	44630	Kueberth, Phillip

04404 Too Much Talent O 0000
FROM : Baltimore, MD

	<u>Skl</u>	<u>Number</u>	<u>Name</u>
	4	55511	Yeager, Charles
	4	79721	Bowers Jr, Douglas
	5	80055	Mitchell, David
	3	79807	Bowers, Kaitlyn
	4	05430	Fortini, Bryan
	6	04113	Janowski, Jim
	6	03242	Lund, Nicholas
	4	04063	Kraft, Chris

04504 S.T.F. O 0000
FROM : White Marsh, MD

	<u>Skl</u>	<u>Number</u>	<u>Name</u>
	7	10546	Purvis, Jeff
	3	26084	Pfeiffer, Patrick
	4	30901	Davis, Mark
	4	31334	Meekins, Michael
	3	02187	Stone, Sherell
	4	78371	Amora II, Armando
	5	24843	Lampe, Bradley
	5	00596	Merenda Jr., Michael

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8-Ball Open Roster & Handicap Report

04505 Size Matters	O 0000	04704 WWPDP?	O 0000	04708 Drunkin Decisions	O 0000
FROM : White Marsh, MD		FROM : Baltimore, MD		FROM : Essex, MD	
<u>Skl</u> <u>Number</u> <u>Name</u>		<u>Skl</u> <u>Number</u> <u>Name</u>		<u>Skl</u> <u>Number</u> <u>Name</u>	
5 32153 Fitzpatrick, Keith		7 04789 Dunnigan, Scott		6 06176 Turner, Chris	
4 73322 Sheppard, Frank		5 23413 Witte, Kristie		4 57528 Neel, Robert	
4 69009 Sheppard, Maggie		5 37768 Jenkins, Daniel		5 12352 Frazier, Ed	
5 42260 Bohn, Eric		5 46585 Juliano, Tommy		3 03077 Williams, Thomas	
4 36893 Nesbit, Paul		3 06294 Meany, Janet		5 73313 Marsh, Judy	
5 15222 Kolacz, Steven		5 35394 Reynolds, Ray		4 29479 Mullins, Amy	
6 30984 Pelekakis, Nicholas		3 11506 Collins Sr, Ashford		6 12764 Turner, Roy	
I 3 81016 Flagg, Larry		5 25917 Meehan, Alexander		4 06283 Tracey, Sandy	
49101 Operator Error	O 0000	49502 You Chalkin to Me	O 0000	68001 River Rats	O 0000
FROM : Aberdeen, MD		FROM : Forest Hill, MD		FROM : Greensboro, MD	
<u>Skl</u> <u>Number</u> <u>Name</u>		<u>Skl</u> <u>Number</u> <u>Name</u>		<u>Skl</u> <u>Number</u> <u>Name</u>	
4 10227 Stamper, Eddie		5 43636 Wert, London		5 33773 Cohee, Loren	
6 03837 Armenteros, Michael		5 61035 Wert, Dwayne		3 32410 Cohee, Dawn	
5 44563 Cato Jr, Dillard		6 41326 Wert, Logan		5 80516 Wooters, Dorsey	
6 79655 Crigger, Alan		5 52719 Ball, Ronald		4 32668 Glotta, Frank	
4 80257 Baez, Luis		5 44407 Pinna, Gianclaudio		3 80530 Sams, Robert	
4 55815 Adkins Jr, Jack		7 47911 Reightneour, Mark		5 80521 Rogers, Ron	
3 03967 Bethke Jr, Charles		I 2 80855 Reightneour, Nicole		3 80579 Cahall, Bryan	
3 59791 Bethke, Krissy		3 43402 Cooper, Michael		6 75268 Mitchell, Wilmer	
68604 Trouble	O 0000	68606 Timing is Everything	O 0000	68703 Brackish Behavior	O 0000
FROM : Salisbury, MD		FROM : Salisbury, MD		FROM : Cambridge, MD	
<u>Skl</u> <u>Number</u> <u>Name</u>		<u>Skl</u> <u>Number</u> <u>Name</u>		<u>Skl</u> <u>Number</u> <u>Name</u>	
4 34913 Shrieves, Robert		3 08981 Ogg, Jim		4 06402 Shorter, Jason	
5 51434 Joseph, William		5 62003 Johnson, Jerry		5 42660 Shorter, Alex	
3 33600 Bolyard, Veronica		3 79530 Christian, Shanaeya		5 39437 Dunn, Madison	
5 11174 Usilton, Michael		4 26022 Watkins, Mitchell		4 38431 Shorter, Eric	
6 15319 Diaz, Timothy		6 13526 Brown Sr, Willie		5 40647 Donaway, Nash	
4 36550 Hoey, Theodore		5 33198 Cannon, Berton		4 80142 Nagel, Nicholas	
4 47659 Bond O"Bier, Chris		4 80995 Mitchell, Robert		4 66604 Dunn, Traci	
5 08753 Briscoe, Ronald		5 80987 Mitchell, Brandon		3 45277 Nichols, Austin	
68704 We do what we want	O 0000	68707 Just For Fun	O 0000	68807 Bank Shot Bandits	O 0000
FROM : Cambridge, MD		FROM : Cambridge, MD		FROM : Cambridge, MD	
<u>Skl</u> <u>Number</u> <u>Name</u>		<u>Skl</u> <u>Number</u> <u>Name</u>		<u>Skl</u> <u>Number</u> <u>Name</u>	
3 13657 Turner, Hannah		4 22356 Rogers Jr, Ralph		4 46053 Spencer, Jon	
6 11787 Turner, Justin		6 30008 Feagins, Francis		3 40923 Hallbrook II, Shane	
4 46539 Wallace, William		4 31475 Blake, John		6 70032 Scully, David	
4 46739 Wallace, Phillip		3 39450 Pereyra, Eric		5 80322 Kimmey, Austin	
5 67668 Fitchett, Jerome		3 45107 Wendell, Joseph		3 80391 Smith, Dylan	
4 57275 Collins, Mark		5 13293 Brandt, Corey		5 80688 Bramble, James	
6 47714 Wallace, Joshua		3 47729 Burch, Steven		6 37918 Cannon, Ricky	
6 04279 McGlaughlin, Michael		5 50979 Bradley, Dusty		I 5 39113 Hall, Kenton	

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8-Ball Open Roster & Handicap Report

68810 Brackish Behavior O 0000
FROM : Cambridge, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
4	06402	Shorter, Jason
4	38431	Shorter, Eric
5	42660	Shorter, Alex
5	49048	Shufelt II, Michael
3	45277	Nichols, Austin
7	00564	Worcester, Andrew
3	45332	Bromwell, Kyle
5	12882	Stacey, Robert

69208 Dam Gina O 0000
FROM : Queenstown, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
3	54910	Morris, Gina
5	79304	Ulrich, Dominic
3	80006	Adams, Joseph
5	67883	Thomas, Richard
4	30607	Lerner, Clint
3	64012	Sebly, Fred
4	79339	Madigan, Trey
6	72241	Frederick, Kevin

82306 Hot Pockets 2.0 O 0000
FROM : Reisterstown, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
4	37156	Clement, Paul
3	65029	Bush, Tammy
5	19298	Segal, Michael
6	66059	Steele, Justin
3	45986	Josiah, Alison
3	79759	Vizcaino, Joseph
3	13585	Penn, Jessica
4	47585	Hudson III, Jerome

86101 Bubba's Bunch O 0000
FROM : Frederick, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
6	52567	Summers Jr, Charles
5	56610	Summers Sr, Charles
3	61933	Garner-Allen, Debra
7	21564	Orrison, Britt
4	31656	Butt, Brian
7	76416	Mendez, Erinn
3	07155	Summers, Tosha
2	46170	Titcomb, Leslie

86104 " BOHICA " O 0000
FROM : Frederick, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
7	48166	Mason, David
5	33755	Ivins, Sarah
4	24645	Marsh, Tara
4	65149	Wilson, Jennifer
5	53360	Choe, Robert
3	37275	Cooper, Matthew
5	77554	Bowie III, Richard
3	09830	Bowie, Nicholas

86205 Pound That Pocket O 0000
FROM : Frederick, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
5	10901	Matthews, Kevin
4	80135	Hall, William
6	79791	Parker, Keith
7	60512	Musser, Richard
5	43737	Flores, Alexis
2	11993	Matthews, Connie
6	45203	Khup, Mang
3	80043	Sentelle, Cindy

86304 Tom Cats O 0000
FROM : Frederick, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
6	61471	Kelly, Tom
5	07929	Shoemaker, William
5	40564	Werner, Johnathan
6	06537	Taff, Michael
6	61034	Pauley, David
3	12377	Winpigler, Chris
3	75700	Heinmiller, Jeanne
5	09442	Hutchison, Joseph

86408 One Two Many O 0000
FROM : Frederick, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
4	25575	Lord, Zachary
5	36153	Scritchfield, Wayne
3	80263	Raum, Shawn
4	80244	Fogle, Marshall
5	64251	Parks, Joshua
6	57026	Vaughn, Charles
3	80531	Klipp, Mason
3	80594	Klipp, David

86410 8-Ball & Chill O 0000
FROM : Frederick, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
6	16705	Carson, David
4	33830	Fecteau, Emilie
3	00510	Reynolds, Gabrielle
4	79294	Falcon, Miguel
5	34570	Craigie, Wayne
5	12320	Harr, Kristofer
5	39319	Stewart, Dalton
3	06552	Carter, Christine

86606 Ckn Wings & Pool O 0000
FROM : Frederick, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
5	47606	Cirner, Todd
3	05415	Sims, Stephanie
4	77877	Swartz, Christopher
5	63950	Hackett, Kyal
3	30556	Prokop, Robert
7	46446	Umstead, Duane
6	45203	Khup, Mang
5	53360	Choe, Robert

86701 Hustlin Shiny Balls O 0000
FROM : Frederick, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
5	47606	Cirner, Todd
3	78187	Brinkley, Susan
3	03598	Gowl, Wade
5	42827	Kastin, Roman
5	07817	Strahler, Randall
3	73606	Lindelof Jr, David
4	07251	Guy, Donald
7	23597	Stone, Kevin

87001 Starlite O 0000
FROM : Funkstown, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
7	01537	Buckler, Justin
5	02131	Greenlee, Randy
6	05351	Buckler, Andrew
4	13671	White, Lydia
4	48440	Trevino, James
4	46366	Burkhardt, Joseph
3	27706	Mills, Linda
4	19752	Mills, Jerry

N = Player has not paid his Membership for current year. I = Player is not eligible to play.

* = Players address is incomplete. Please submit address update to the League Office.

8-Ball Open Roster & Handicap Report

87005 Tip Your Bartenders O 0000

FROM : Sharpsburg, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
3	45952	Gettridge, Alison
6	45878	Woods, Michael
4	33667	Carr, Michael
5	22945	Gettridge, Terry
2	67846	Scadden, Clara
6	03704	Mead, Michael
4	51999	Webber, Brian Wayne
6	60486	Gossard, Brian

87405 Long Shot Billiards O 0000

FROM : Charlestown, WV

<u>Skl</u>	<u>Number</u>	<u>Name</u>
5	02244	Collins, Monte
5	04664	Williams, Christopher
7	11221	Cogle, Calvin
3	69215	Craig, Stevie
4	04584	Floyd, Wayne
4	05566	Scott, Alfred
4	79931	Jones, Victoria
6	46686	Look, Chad

87701 Quick's Sticks O 0000

FROM : Williamsport, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
5	43448	Berger, Rocky
4	06302	Quick, Sandra
5	28681	Quick Jr, Warner
3	05748	Bockstanz, Wayne
4	40430	Bitler, Jeremy
7	42833	Forrest, Timothy
2	47529	Bitler, Michelle
2	04494	Berger, Tracey

87703 Twisted O 0000

FROM : Williamsport, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
5	41055	Aldridge, Tina
3	20696	Nigh, Gloria
4	43834	Lescalleet, Denise
5	20146	Martin, Thomas
6	24832	Deardorff, James
5	33673	Moats, Mick
4	29293	Barr, Cory
3	46172	Thomas, Zackery

87704 Still Gonna Send it O 0000

FROM : Williamsport, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
7	09600	Mellott Jr, Charles
5	29591	Shaffer, Justin
6	23127	Staley, Jerry
3	16176	Shirley, Ed
4	29538	Cupp, Julie
5	47620	Mellott, Hunter
3	31378	Eldert, Kevin
4	09867	Aponte-Rivera, Edwin

87708 Williamsport Moose #246 O 0000

FROM : Williamsport, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
5	22966	Dreisbach, Brian
5	09804	Turner, Brett
6	33688	Kline, Robert
4	22385	Moats, Donald
5	37389	Spangler, Donald
3	11938	Reid, Amber
5	04000	McDonald Jr, Jeffery
3	43285	Henson, Sheila

88007 Ladder House O 0000

FROM : Kearneysville, WV

<u>Skl</u>	<u>Number</u>	<u>Name</u>
6	34787	Hutton, Kevin
5	22763	Marken, Travis
4	21372	Marken, Stacy
4	18903	Marken, Michael
6	20685	Marken, Randy
5	42116	Hertelendy, Kenneth
5	45144	Unger III, Ernest
2	46391	Hertelendy, Cindi

88010 Straight Shooters O 0000

FROM : Inwood, WV

<u>Skl</u>	<u>Number</u>	<u>Name</u>
6	46686	Look, Chad
5	15569	Roop, Gene
4	80947	Lange, Matt
5	38094	Barnes, Jamie
3	80917	Dunbar, Randy

89002 Linbeaus Sams Railroaders O 0000

FROM : Union Bridge, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
3	35899	Peacock Jr, Kenny
6	33133	Grewal, Rabneet
4	79585	Romanelli, Jeremy
3	80211	Tuttle, Fred
5	60443	Yowell Jr, Charles
5	79469	Phebus, Douglas
I 5	80540	Romanelli, Gennaro

89712 The Misfits O 0000

FROM : Hampstead, MD

<u>Skl</u>	<u>Number</u>	<u>Name</u>
5	59726	Leakey Jr, John
5	44872	Touras, Chris
3	79795	Brown, Rebecca
6	47741	Gibbs, Alexander
4	65197	Moorefield II, Kenneth
I 3	80667	Tober, Ash
I 3	80840	Miller, Kenny

N = Player has not paid his Membership for current year. I = Player is not eligible to play.

* = Players address is incomplete. Please submit address update to the League Office.



DEFENSIVE SHOTS

**HAVE FUN ... MEET PEOPLE ... PLAY POOL
START CALLING & MARKING DEFENSIVE SHOTS!**

Make League Play More Fun! - Learn About Defensive Shots!

If you "call" and mark Defensive Shots on yourself and your team, no one will accuse you of sandbagging!

If you mark Defensive Shots played by your opponent or the opposing team, no one can sandbag and everyone will have more fun!

Have every member on your team learn about Defensive Shots by watching the APA Defensive Shots video at www.apapool.com.

- 1. Please remember to call all defensive shots (SAFETIES) out loud ... simply say SAFETY!**
- 2. If you feel your opponent just played a DEFENSIVE SHOT (SAFETY) without verbally calling it, simply mark the DEFENSIVE SHOT on YOUR SCORESHEET.**
- 3. Do not say anything about a player not calling, what you thought was a defensive shot. They may have felt that the shot was not a defensive shot and challenging them COULD LEAD TO A CONFRONTATION AND RESULT IN SPORTSMANSHIP PROBLEMS AND POSSIBLE SUSPENSIONS.**
- 4. Teams who play defensive shots but fail to mark them on their scoresheets (to try and keep their skill levels down) will be flagged for special handicap review.**
- 5. Teams who FALSELY mark safeties for the purpose of trying to get their opponents handicaps raised, will face suspensions.**

Also, check out the ... How To Keep Score ... videos on our website!

SUDDEN DEATH

NOW IN EFFECT AT THE NEW GREEN ROOM!

SUDDEN DEATH FORMAT:

Sudden death will go into effect four (4) hours after the official starting time. At that time, any match in progress will finish in its entirety, however all subsequent matches will be played under Sudden Death rules.

9-Ball Sudden Death:

All balls pocketed in a 9-Ball Sudden Death match will count as “DOUBLE POINTS”. The 1-8 count as two (2) points each, while the 9-Ball counts as four (4) points.

8-Ball Sudden Death:

A Sudden Death match in 8-Ball will consist of two (2) games ... the first game will be worth two (2) points ... the second game (if needed) will be worth one (1) point. If the two (2) points won in the first game determine a clear winner (where there is no way the opposing team can come back and win the overall team match) the match is over. If the two (2) points earned in the first game of a Sudden Death match do not determine a clear winner, the Sudden Death match continues with a second game (worth 1 point). Since the first game of a SD match is worth more points than the second game, the winner of the first game will receive credit for that specific individual player match (for tie-breaking purposes) should the teams end up tied in total points at the end of the team match.

If after playing both games in the final Sudden Death match (Match 5), the teams are tied in total points, the winner will be the team that won three (3) of the five (5) individual player matches.

SUGGESTED TIME GUIDELINES FOR 8-BALL MATCHES

<u>Total Games Must Win</u>	<u>Match Time</u>	<u>Average/Game</u>
4-6	45 minutes	10 minutes
7-10	60 minutes	8 minutes

SUGGESTED TIME GUIDELINES FOR 9-BALL MATCHES

Match Time
40-60 minutes

ADDITIONAL SUGGESTED TEAM GUIDELINES

Each 8-Ball Team Match	4 Hours
Each 9-Ball Team Match	3 Hours
Each New Player Selection	2 Minute Limit Each Coaching
1 Minute Limit Average Shot	20 Seconds
Special Shooting Situation	45 Seconds (Maximum)

Here are some examples of Sudden Death in 8-Ball:

Example 1: Sudden Death Going Into the 4th Match:

Since a team can earn up to 3 points (2+1) per Sudden Death match, a team can be down by 5 points (2-0, 2-0, 2-1) after three (3) individual player matches and come back and win the overall team match by winning both games of Sudden Death in Match 4 and in Match 5 (all four games worth a total of six points) ... final score would be 7-6 in favor of the previously trailing team.

If a team is down by six (6) points after three (3) individual player matches the team match is over. Even if the team were to win all six (6) available points, they could only tie. Their opponents, by having already won 3 of the 5 individual player matches, would win the tie-breaker and the overall team match.

Example 2: Sudden Death Going Into the 5th Match:

If the team is down by four (4) or more points going into Match 5, the match is over. If a team is down by three (3) points going into Match 5 (and the opposing team is up 3-1 in individual player matches) – the match is over. The team could tie but would lose the tie-breaker 3-2, thus losing the overall team match.

If a team is down by three (3) points going into Match 5, (and the individual player matches are tied 2-2) they can still win the overall team match. By winning both Sudden Death games, they will earn 3 points (2+1), tie their opponents in total points, and win the tie-breaker by finishing 3-2 in individual player matches. **If the team that is ahead by three (3) points wins the first game of Sudden Death, they win the overall team match. If they lose the first game but win the second game, they still win the overall team match.**

If a team is down by two (2) points going into Match 5, they can still win the overall team match by winning both Sudden Death games. By winning both Sudden Death games, they will earn 3 points (2+1) and edge out their opponents in total points. **The team that is ahead by two (2) points only needs to win the first game of Sudden Death to win the overall team match however, if they lose the first game, but win the second game, they still win the overall team match (by winning total points).**

If a team is down by one (1) point going into Match 5, (and the opposing team is up 3-1 in individual player matches) they need to win BOTH Sudden Death games to win the overall team match. If they only win the first game (worth 2 Points) and their opponents win the second game (worth 1 point), the score at the end of the match would be tied and their opponents would win the tie-breaker by a score of 3-2 in individual player matches won. **The team that is ahead by one (1) point only needs to win the first game of Sudden Death to win the overall team match.**

If a team is down by one (1) point going into Match 5, (and the individual player matches are tied 2-2) it would be a race to one (1) game only! If the team that is down by one (1) point wins the first game, they win two (2) points and the individual player match. They are now up 3-2 in individual player matches (for tie-breaking purposes). Even if the team that was initially ahead by one (1) point were to win a second game and tie their opponents, they would still lose the tie-breaker 3-2, so there's no need for a second game of SD. **Needless to say, if the team that is ahead by one (1) point wins the first game of Sudden Death, they win.**

If two teams are tied in points going into the Match 5, it would be a race to one (1) game only!

Poolplayers Etiquette

Good Sportsmanship



Have pride in yourself.

Respect your opponent.

Win or Lose -
it's how you accept victory or defeat.

Control your emotions...
don't let them control you.

Accept victories and losses with
goodwill and dignity.

Be an example of Good Sportsmanship.

Win with Sportsmanship...Others will Follow!



This message brought to you by





UNACCEPTABLE BEHAVIOR

***CAPTAINS - TALK WITH YOUR PLAYERS ABOUT UNACCEPTABLE BEHAVIOR!
HAVE FUN ... MEET PEOPLE ... PLAY POOL!***

Make APA Play More Fun! - Conduct Yourselves Properly!

1. The moment an APA member conducts themselves in an inappropriate manner, our Referees will temporarily stop the match! This includes but is not limited to banging balls/cue sticks on the table; throwing chalk or other objects; profanity; making sexist or racist comments; or making smart remarks out loud (where someone might hear it) about a player's skill level ability - either to your opponents or to your own team mates. If you feel someone is dogging shots, mark DEFENSIVE SHOTS on the scoresheet and write them up.
2. Our Referees will politely inform the APA member(s) violating these policies that their behavior is unacceptable! We expect the problem to immediately go away and not return for the duration of the team match.
3. Based upon how the APA member responds to the warning, the referee may either restart the match immediately ... or call for the assistance of a Tournament Director or Floor Manager (at which time penalties may apply). Our Tournament Officials are here to help you and are not to be verbally abused.
4. If the situation is not immediately resolved, APA members involved are subject to immediate suspension ... which could cost your team the chance of advancing to the next round. **It is in the team's best interest to police it's own members and avoid this type of situation.**

Please make every member on your team aware of these policies and inform them that unacceptable behavior at the tournament site will not be tolerated.

**Melissa Frank
APA League Operator**



REFEREE GUIDE / INFORMATION

TEAM RESPONSIBILITIES

- ◆ Teams are required to show the highest respect for the referees at all times. Giving the referees a “hard time” will place the team member(s) involved in the “very possible danger” of being immediately disqualified from the event, removed from the premises, and indefinitely suspended from the league.
- ◆ Teams have the right to request a referee change at any time. No reason required.
- ◆ Referee calls are binding and final, and cannot be protested.

REFEREE RESPONSIBILITIES

- ◆ Referees are instructed to report sportsmanship problems to the tournament officials.
- ◆ Referees are asked not to give rule interpretations, or answer rules questions. The requesting Captain, coach, or player is responsible for temporarily halting the match, in order to seek clarification or confirmation from the Tournament Director, whenever a rule is involved. This eliminates mistakes and misunderstandings. Referees only make calls concerning “good hit-bad hit”, “frozen” ball and other possible playing foul situations. Note that Local League Bylaws over-ride the APA National Rules for local events.
- ◆ Referees are not responsible for watching every roll of the balls on their assigned tables. On potentially close-hit shots, it is the responsibility of the Captains, coaches, and players to protect themselves by calling an official referee time-out (prior to the shot actually being executed). Remember, close-hit calls go to the shooter.
- ◆ Referees are instructed to always make an attempt to “watch a hit” (whenever requested), however, it is the responsibility of the non-shooting player to “hold up the shooter” before asking the referee to watch a hit.
- ◆ Referees are asked to never offer calls, even if they see an obvious foul. It is your responsibility to ask them if they saw the shot and if the shot was “bad”. If they are 100% sure it was bad, then you will be awarded ball-in-hand. If they forget and initiate a call, remember “a foul is still a foul” and the call stands.
- ◆ Referees are asked to never discuss “game strategy/shot selection” with any of the players during their match.



HOW TO REQUEST REFEREE ASSISTANCE

Captains, coaches and match players should use one of the following methods to request referee help:

- 1.) If a shot looks to be “close” and you feel that a foul might occur, your team should **call for a free “referee time-out” and temporarily stop the match before the shot is played**. Note that the other team’s player may not recognize your voice, and may continue with their shot. Hold up the shooter by getting the attention of “YOUR” shooter (since your player will immediately recognize your voice). **Example: Joe, “HOLD UP THE SHOOTER, we need a referee to watch the hit!”** Having “YOUR” player hold up the shooter gives the referee time to determine the situation on the table, and to get into position to watch the hit. It may take time for the referee to get into place (because of activity on a nearby table), so be patient. When making a call, note that unless the referee is 100% sure that the hit was “BAD”, they are instructed to call the hit as “GOOD”. APA rules state that “SPLIT” hits are good and go to the shooter. It must be obvious to the referee that the hit was “BAD” for a ball-in-hand foul to be awarded.
- 2.) If a shot did not look to be “CLOSE” (before it was shot) or if something unexpected occurred during the shot (that you think might have been a foul), **call a free “referee time-out” and temporarily stop the match (before another shot is played)**. If a referee happened to be looking at your table at that time, and is 100% certain that the hit was “BAD”, they will give you a call. Their call is final and binding. Remember, the referees have been asked not to “initiate” any calls, even if they see a foul occur. You must **“VERBALLY”** ask them if they saw the shot, and if they could determine whether or not a foul occurred. If they are not 100% sure that the hit was “BAD”, the hit is considered “GOOD” and the call goes to the shooter.

Captains, coaches, and match players, *should not* simply “point at” or “yell for” a referee. In order to properly protect your team, please stop the match, by telling “YOUR” player to **“Stop the Shooter”** before seeking referee assistance.

2025 LAS VEGAS APA 8-BALL WORLD POOL CHAMPIONSHIP

VEGAS TRAVEL ASSISTANCE FUND - (\$6,500/TEAM)

This year, we will again allow the winning teams to purchase their own airline tickets. However, to guarantee rooms at the Westgate, we will be booking the rooms for you and deducting the cost of the rooms from your travel assistance fund. If you wish to go earlier or extend your stay in Vegas, you may have to do this directly with the Westgate.

If they are filled, you may try www.hotels.com for information on rooms at other hotels in the area. The APA does have sub-blocks at Circus Circus, Harrah's, and the Hilton Grand Vacations, if you would like to stay at one of these facilities.

Here are a few website suggestions on booking airline tickets:

www.orbitz.com

www.cheaptickets.com

www.hotwire.com

www.travelocity.com

www.expedia.com

Each winning team has been allotted two rooms (which will accommodate from two to four people per room). **A THIRD room can now be provided upon request.** Please note that the Westgate cannot "guarantee" your request for a room with two double beds. Your request will be filled on an availability basis only.

The APA National Office has blocked rooms at the Westgate, and we have sub-blocked two rooms for your team for six nights with check-in on Monday, August 4th and check-out on Sunday morning, August 10th. We had to pre-pay for the two rooms for the entire six nights in order to guarantee our quota of rooms in the sub-block, so unless other teams request more rooms, you will not be able to turn in the two rooms that have been assigned to your team.

If your team wants additional rooms, we will try to accommodate (based upon availability).

Room rates at the Westgate Hotel & Casino are as follows:

\$88.00 per night + 13.38% sales tax (\$11.77) = \$99.77 per night

6 nights x \$99.77 per night = \$598.62 per room

To receive your rooms keys, you must check in with Melissa Frank at the International Bar (located as soon as you walk in the main entrance of the Westgate). Please call Melissa at 410-255-5400 Ext. 122 once a team member listed on the room has arrived at Westgate. She will be given keys in bulk from the Westgate once all of the rooms are ready.

2025 VEGAS 8-BALL TRAVEL ASSISTANCE FUND WORKSHEET

TOTAL TRAVEL DOLLARS AVAILABLE TO YOUR TEAM IS \$6,500.00.

One night at \$99.77 x 6 nights x 2 rooms = \$ 1,197.24
Team Registration Fee = \$ 250.00

TOTAL WITHHELD FROM \$6,500 TRAVEL FUND = \$ _____

Balance due to the team = \$ _____ divided by ____ (# of team members) = \$ _____ per player
(Individual checks will be sent 7-10 days after the WQ is finished and after receipt of this form)

Division/Team #: _____

☐ Please check us in on Monday, August 4th, checking out on Sunday morning, August 10th. If a different check-in date is required, please list it under Special Booking Instructions or call Linda at 410-255-5400 Ext. 112.

The first name listed on each hotel room below must be the person physically checking-in at the Westgate. The Westgate will not allow someone else to check-in for them. Please contact Linda if changes need to be made.

	Single (1 King Bed)	Double (2 Double Beds)
Name on 1 st Hotel Room: _____	<input type="checkbox"/>	<input type="checkbox"/>
2 nd Occupant: _____		
3 rd Occupant: _____		
4 th Occupant: _____		

Name on 2 nd Hotel Room: _____	<input type="checkbox"/>	<input type="checkbox"/>
2 nd Occupant: _____		
3 rd Occupant: _____		
4 th Occupant: _____		

Name on 3 rd Hotel Room: _____	<input type="checkbox"/>	<input type="checkbox"/>
(**available upon request)		
2 nd Occupant: _____		
3 rd Occupant: _____		
4 th Occupant: _____		

Special Booking Instructions: _____

If you need to make any changes to your room reservations, you must call Linda Corwin no later than Noon on Tuesday (following the WQ) ... at 410-255-5400 Ext. 112!

Players electing not to travel to Vegas to participate with their team in the World Pool Championships will forfeit their share of the Travel Assistance money allocated to the team. Once the rooms are booked and the deposit is sent in, all excess monies will be equally divided among "all" eligible team members and checks will be issued. Players electing not to go to Vegas with the team are to return their travel assistance money to their team. If they do not, they will no longer be eligible to share in the APA's travel assistance fund, should they win trips in the future. *Captains, if any team member wants separate accommodations (and you request us to book the room out of your travel funds), it is your responsibility to collect the required monies from that member and "equally" disperse the money to "each" other member on your team.*

APA WORLD QUALIFIER CHAMPIONS PERSONALIZED JERSEY ORDER FORM FOR LAS VEGAS

Team Number: _____

Team Captain Name: _____

All Vegas bound teams will receive a free APA “Personalized” Jersey for each eligible player on the team! Please write in the name that each player would like printed on their Personalized Jersey. Also, please circle their size in the table below.

[illegible]

**THERE IS ABSOLUTELY NO DRINKING IN
ALLOWED THE PARKING LOT OR TAKING
ALCOHOL IN OR OUT OF THE NEW GREEN
ROOM!**

If you are caught taking any alcohol outside of the building, bringing alcohol inside the building, or drinking in the parking lot, you will face being barred from the facility and a minimum 30-day to 1-year suspension from the APA. If your actions were to cause The New Green Room to lose their beverage license, we would lose our tournament facility! This is a serious matter!



**NEW POLICY: THERE IS ABSOLUTELY NO
SMOKING/VAPING ALLOWED IN THE NEW
GREEN ROOM!**





PICTURE I.D. REQUIRED

All participants at Higher Level Tournaments are required to present a current state certified positive picture I.D. in the form of a state I.D. from their state of residence, a passport, or a Military I.D. prior to competing in any APA Higher Level Tournament. This includes all Tri-Annals, all of our APA World Qualifiers and all Mega and Regional Singles events.

Even though this requirement will not be mandatory (at this time) for the Divisional Playoffs or during regular session play, keep in mind that the opposing team still has the right to request I.D. prior to the start of any APA player match.

If you have a legal problem that does not allow you to obtain a Driver's License, **this rule still applies**. You may still obtain a picture I.D. (age majority card) from the MVA. If you do not have a proper I.D., check with your state officials to obtain a picture I.D. PRIOR to the event.

Also note that if traveling to the World Pool Championships, all airlines also require a positive picture I.D. for air travel.

**If you do not have a proper picture I.D.,
you will not be allowed to play!**

Exception: This rule may be waived by the Tournament Director or League Operator when it is felt that a player is who they say they are. Note that if it is later found out that the player was not who they were thought to be, the team will be disqualified and the Team Captain will be suspended from the APA!

PLEASE—

NO FLASH PHOTOGRAPHY

Please be courteous of other players while they are shooting.

If you would like to take pictures,
you may do so only without use of a flash.

BE CAREFUL!

KEEP AN EYE ON YOUR POSSESSIONS!!!

When you travel, be aware of pickpockets and purse/cue snatchers.

**PLEASE
BE AWARE OF YOUR SURROUNDINGS!**

NOTES

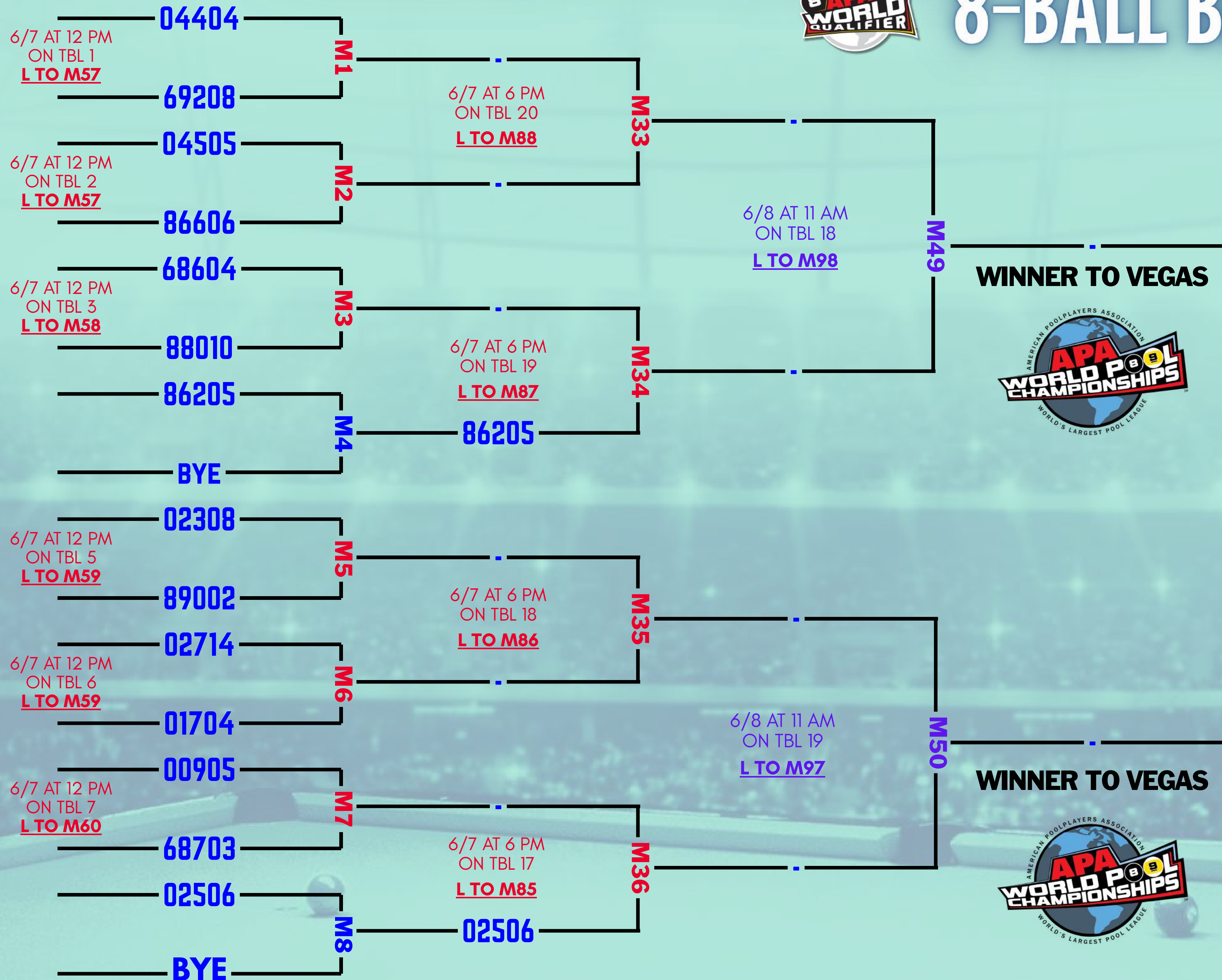


Maryland &
E. West Virginia

2025 WORLD QUALIFIER



8-BALL BRACKET 1 OF 4



swipe



The New
Green Room



Billiards

DATE	TIME	MATCH #
6/7	NOON	1-27
6/7	6 PM	28-45
6/8	11 AM	46-54 & 57-72
6/8	5 PM	55-56 & 73-88
6/21	NOON	89-96
6/21	6 PM	97-104
6/22	11 AM	105-108

2025 WQ PACKET
COMING SOON!



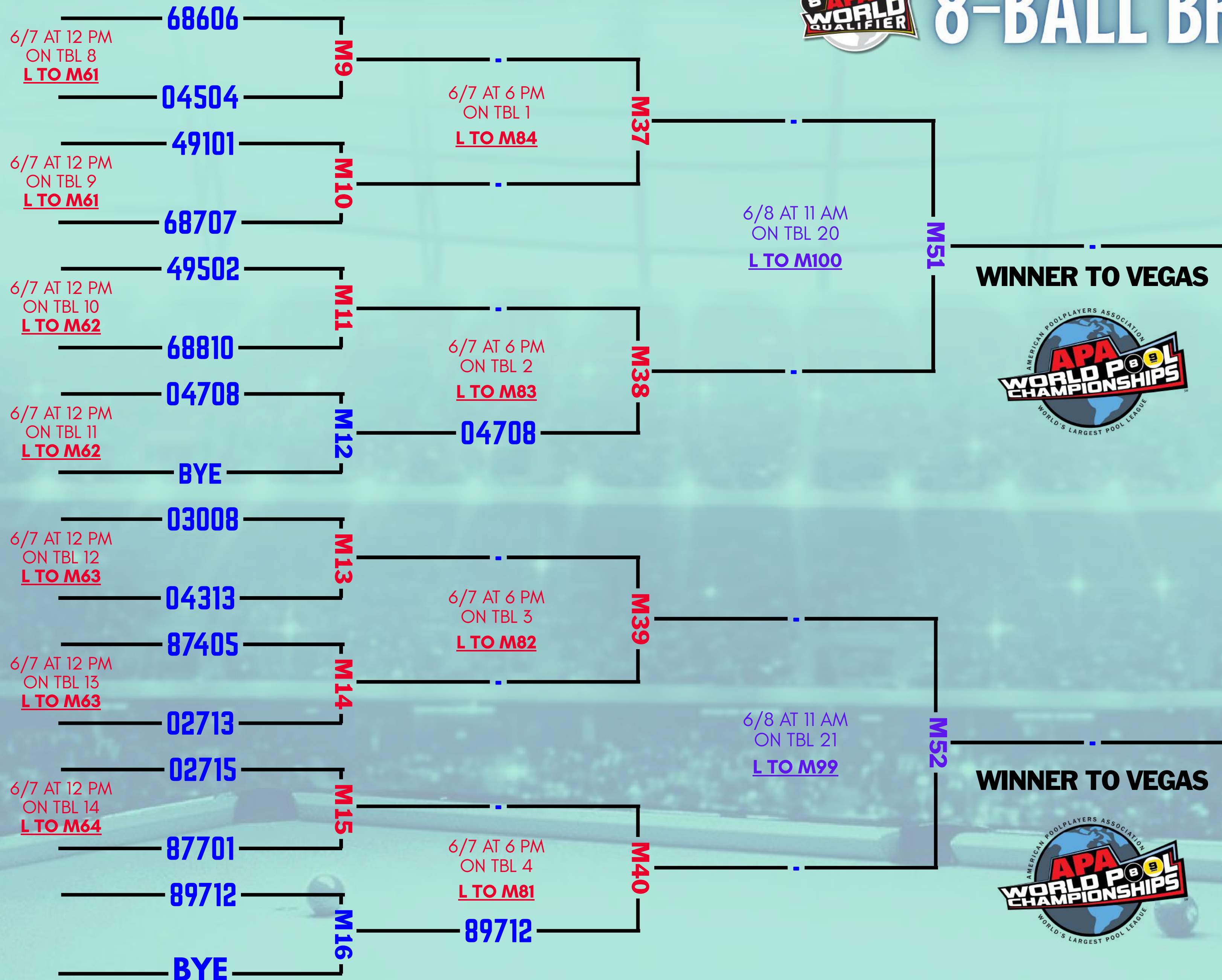


Maryland &
E. West Virginia

2025 WORLD QUALIFIER



8-BALL BRACKET 2 OF 4




swipe

The New
Green Room

Billiards

DATE	TIME	MATCH #
6/7	NOON	1-27
6/7	6 PM	28-45
6/8	11 AM	46-54 & 57-72
6/8	5 PM	55-56 & 73-88
6/21	NOON	89-96
6/21	6 PM	97-104
6/22	11 AM	105-108

2025 WQ PACKET
COMING SOON! 

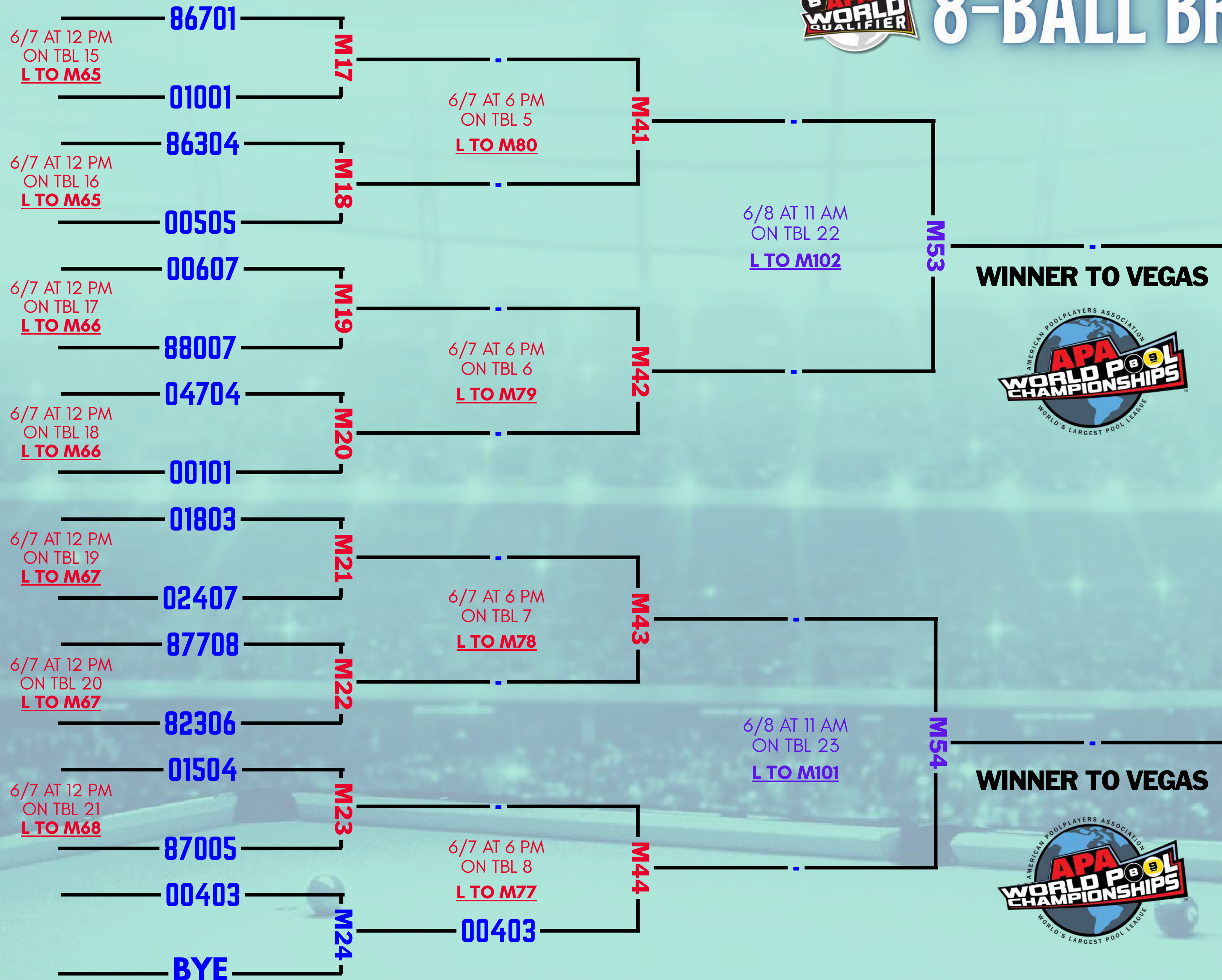


Maryland &
E. West Virginia

2025 WORLD QUALIFIER



8-BALL BRACKET 3 OF 4



swipe

The New
Green Room
Billiards

DATE	TIME	MATCH #
6/7	NOON	1-27
6/7	6 PM	28-45
6/8	11 AM	46-54 & 57-72
6/8	5 PM	55-56 & 73-88
6/21	NOON	89-96
6/21	6 PM	97-104
6/22	11 AM	105-108

2025 WQ PACKET
COMING SOON!

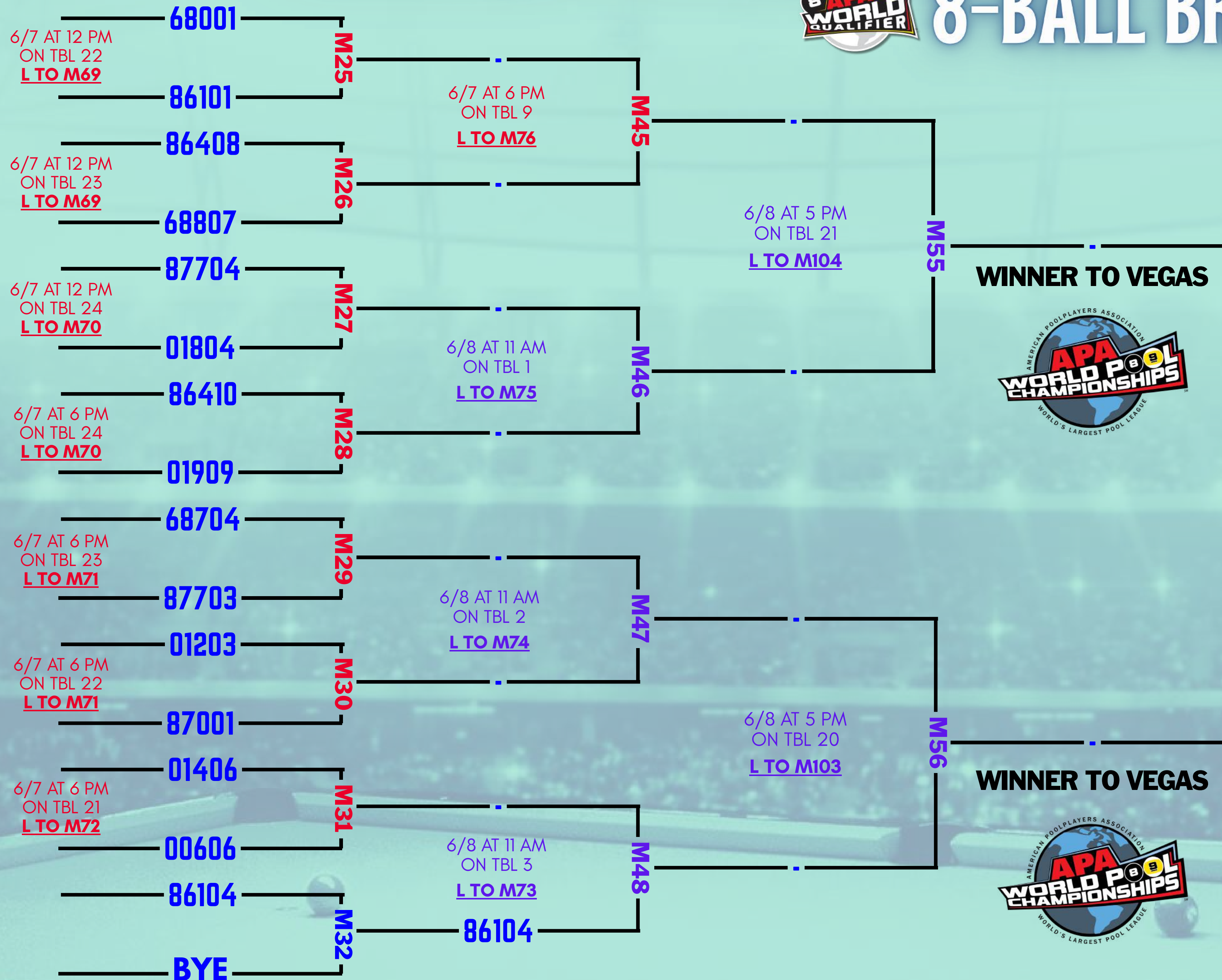


Maryland &
E. West Virginia

2025 WORLD QUALIFIER



8-BALL BRACKET 4 OF 4



swipe

The New
Green Room
Billiards

DATE	TIME	MATCH #
6/7	NOON	1-27
6/7	6 PM	28-45
6/8	11 AM	46-54 & 57-72
6/8	5 PM	55-56 & 73-88
6/21	NOON	89-96
6/21	6 PM	97-104
6/22	11 AM	105-108

2025 WQ PACKET
COMING SOON!



Maryland &
E. West Virginia

2025 WORLD QUALIFIER



SECOND CHANCE BRACKET 1 OF 2

swipe



The New
Green Room



Billiards

WINNER TO
VEGAS



WINNER TO
VEGAS

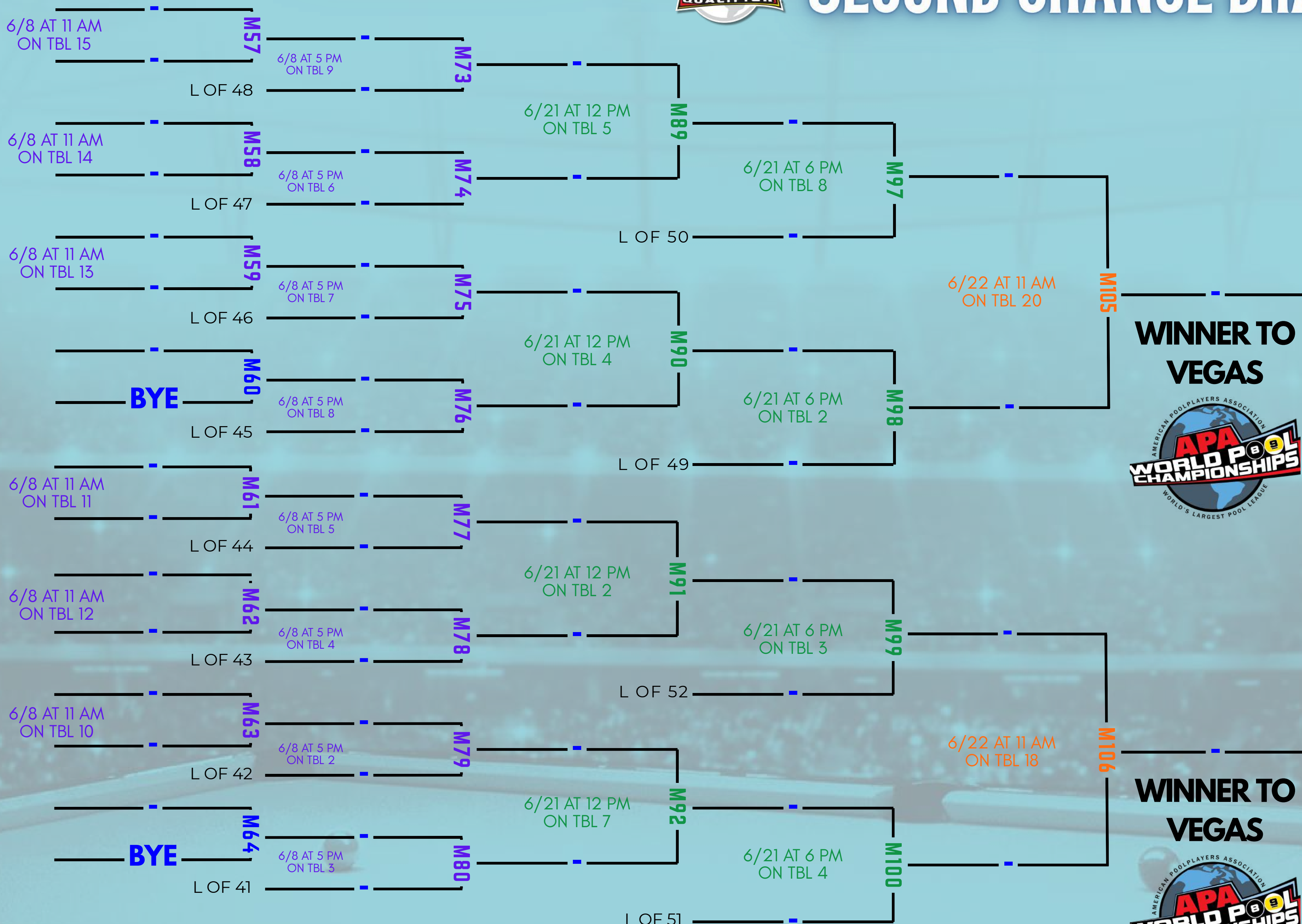


DATE	TIME	MATCH #
6/7	NOON	1-27
6/7	6 PM	28-45
6/8	11 AM	46-54 & 57-72
6/8	5 PM	55-56 & 73-88
6/21	NOON	89-96
6/21	6 PM	97-104
6/22	11 AM	105-108

2025 WQ PACKET
COMING SOON!



8-BALL WORLD QUALIFIER 2025





Maryland &
E. West Virginia

2025 WORLD QUALIFIER



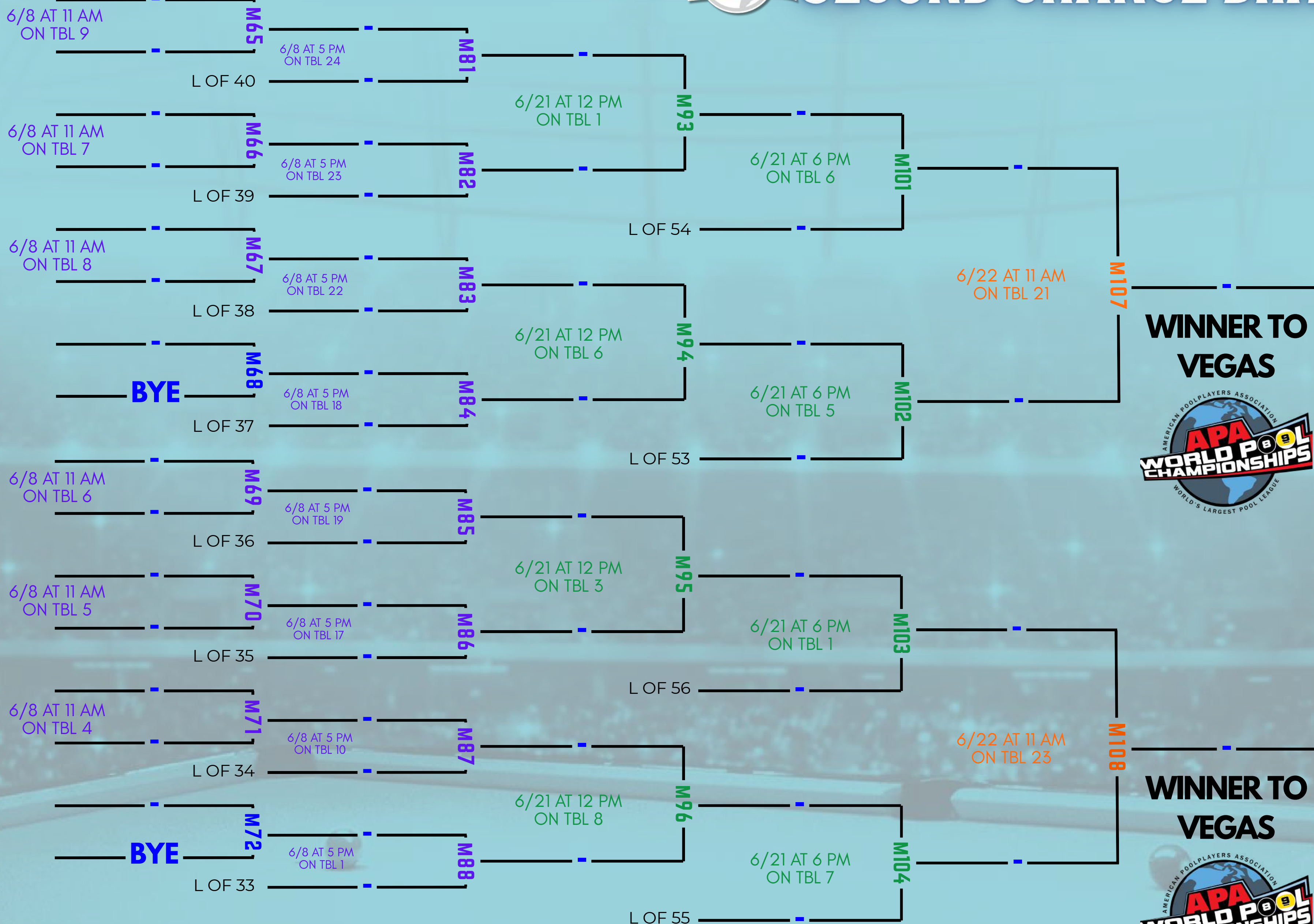
SECOND CHANCE BRACKET 2 OF 2

swipe



The New
Green Room

Billiards



DATE	TIME	MATCH #
6/7	NOON	1-27
6/7	6 PM	28-45
6/8	11 AM	46-54 & 57-72
6/8	5 PM	55-56 & 73-88
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6/21	6 PM	97-104
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8-BALL WORLD QUALIFIER 2025

2025 WQ PACKET
COMING SOON!

